

Claim Amendments

92 (Canceled)

93 (Currently Amended) ~~The gaming device of claim 92, A gaming device configured to allow a player to play a game in exchange for a wager in a casino environment, wherein said game comprises a primary game and a secondary game, the gaming device comprising:~~

- a) ~~a ticket printer configured to generate a printed ticket, said printed ticket having indicia thereon to identify a state of said printed ticket having indicia thereon to identify a player's state of said secondary game ,said manager module further configured to restore said state of said secondary game.;~~
- b) ~~a ticket reader configured to read said printed ticket and determine said state of said secondary game; and~~
- c) ~~an manager module executed on the gaming device configured to restore said state of said secondary game to said determined state after said ticket reader reads said printed ticket, wherein said determined state does not comprise gaming credits suitable for establishing a wager.~~

94 (Previously Added) The gaming device of claim 93, wherein said secondary game requires a collection of earned secondary points to win a bonus prize,

said indicia of said ticket further identifying the player's earned secondary points.

95 (Previously Added) The gaming device of claim 93, wherein said secondary game requires a collection of earned game pieces to win a bonus prize, said indicia on said ticket further identifying the player's earned game pieces.

96 (Previously Added) The gaming device of claim 93, wherein said secondary game requires a collection of earned award points to win a bonus prize, said indicia on said ticket further identifying the player's earned award points.

97 (Previously Added) The gaming device of claim 93, wherein said manager module further restores play of said determined state.

98 (Previously Added) A method for maintaining the state of a game on a gaming device configured to allow a player to play a game in exchange for a wager operating in a casino environment, said game including a primary game and a secondary game, said method comprising:

- a) determining a player's state of the secondary game at the termination of the primary game;

- b) generating a printed ticket, said printed ticket having indicia thereon to identify the player' secondary game state;
- c) dispensing the printed ticket to the player;
- d) receiving the printed ticket from the player;
- e) determining the player's secondary game state; and
- f) restoring the secondary game to the state determined as the player's secondary game state.

99 (Previously Added) The method of claim 98, wherein said secondary game requires a collection of earned secondary points to win a bonus prize, said indicia on said ticket further identifies the player's earned secondary points.

100 (Previously Added) The method of claim 98, wherein said secondary game requires a collection of earned game pieces to win a bonus prize, said indicia on said ticket further identifies the player's earned game pieces.

101 (Previously Added) The method of claim 98, wherein said secondary game requires a collection of earned award points to win a bonus prize, said indicia on said ticket further identifies the player's earned award points.

102 (Canceled)

103 (Currently Amended) The gaming device of claim 102 A gaming device operating in a casino environment, wherein said game further comprises a secondary game, comprising:

- a) means for allowing a player to play a game in exchange for a wager;
- b) means for determining said player's secondary game state;
- c) means for maintaining said player's secondary game state; and
- d) means for restoring said player's secondary game state

said gaming device further comprising means for maintaining and restoring a player's secondary game state.